📘 2D Chasing Enemy AI

Animated Following Enemy for 2D Platformers


✳️ What's Included

- A fully animated flying bat enemy prefab
- Auto-following behavior based on player proximity
- Dynamic left/right flipping based on player position
- A kill zone (head collider) and death zone (bottom collider)
- Death animation with sound and particles
- Ambient flying sound played periodically
- Complete, editable C# script

🦇 Overview

This asset provides a smart, animated enemy designed for 2D platformer games. The enemy appears as a bat that chases the player once they are nearby. It's easy to integrate, lightweight, and customizable.

It supports:

- Smooth chasing logic
- Audio feedback (ambient and death sounds)
- Death effects with particles
- Bounce effect when the player jumps on it
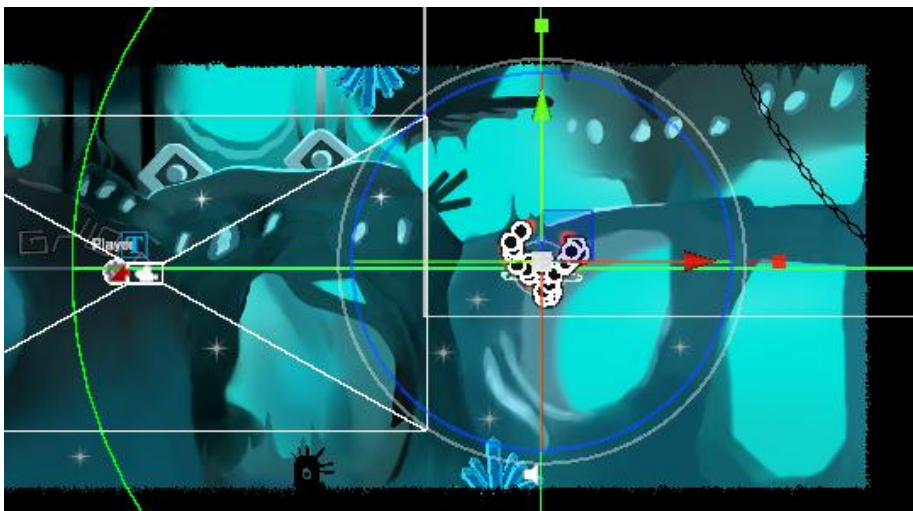
🧰 How to Set It Up

1. Import the Asset

- Import the .unitypackage into your project.

- Locate the **FlyingEnemy prefab** in the Prefabs folder.

2. Add the Enemy to Your Scene

- Drag the prefab into your scene.

- Position it where you want the bat to spawn.

3. Configure the Inspector

Assign the following fields:

- Sound Manager: A reference to your game's sound manager

- Audio Source: The AudioSource component attached to the enemy

- Death Sound and Fly Sound: Your chosen sound clips

- Death Particles Prefab: A prefab that will play when the bat dies

- Speed: How fast the bat flies toward the player

- Line of Sight: Detection range radius

- Bounce Force: How high the player is bounced when he kill the enemy
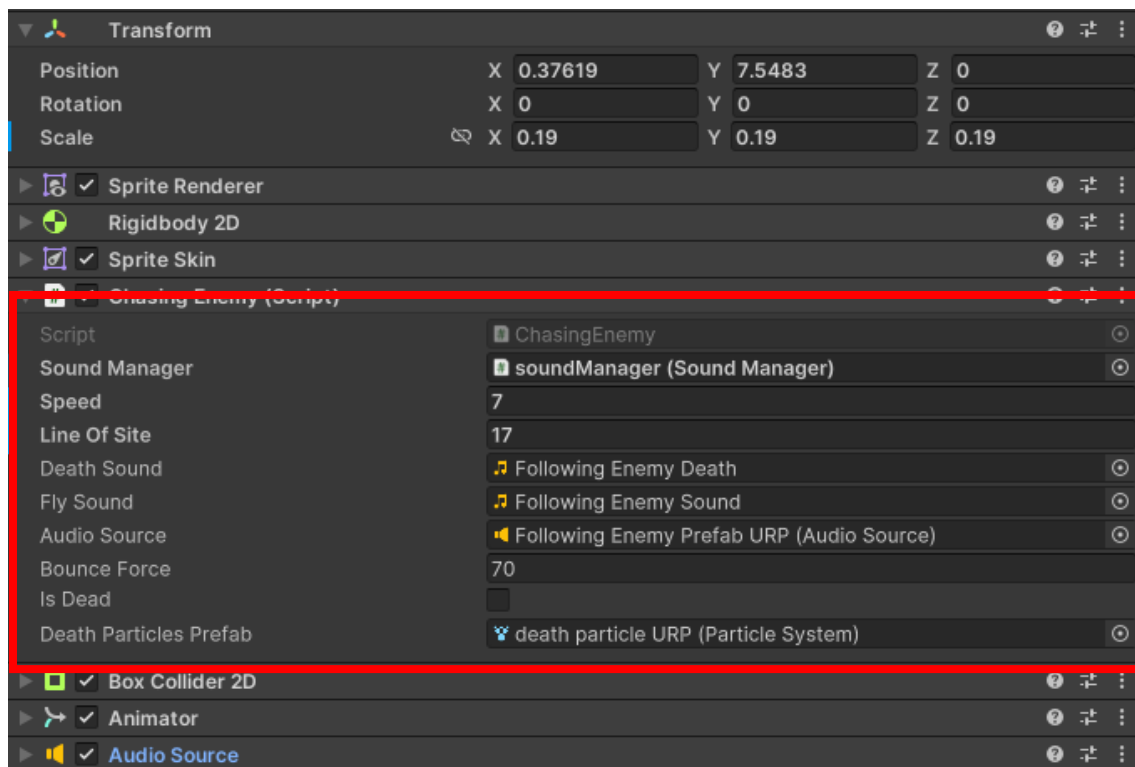
🎮 Gameplay Behavior

Once placed in the scene:

- The bat remains idle until the player gets close.

- When the player enters its **line of sight**, the bat starts flying toward them.

- It automatically **flips** its sprite to face the player.

- If the player touches the **head collider**, the bat dies:

    - A **death sound** plays

    - A **particle effect** is triggered

    - The player is pushed upward with a bounce

    - The bat is destroyed

- The bat emits a **flying sound effect** every few seconds to enhance realism.
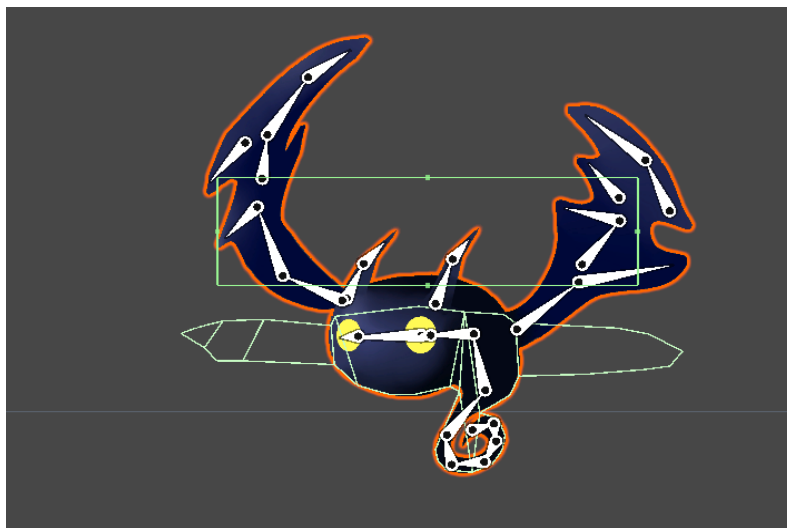
⚙️ Collider Setup

To ensure correct gameplay mechanics, make sure your enemy has:

- ✅ A **top collider** (non-trigger) for stomping detection

- ✅ A **bottom collider** (trigger) for damage or interaction

Both colliders should be part of the enemy prefab:

- **Top Collider**: Usually placed on the head or wings

- **Bottom Collider**: Covers the body or below

🔊 Sound Setup

This system supports two types of sounds:

- **Flying sound**:
    - Played automatically every few seconds
    - Creates ambiance and lets the player know the enemy is nearby
- **Death sound**:
    - Played when the enemy is stomped
    - Can be combined with your SoundManager to control global audio behavior

You can replace these sounds in the Inspector with any custom clip.

✏️ Customizable Parameters

- speed → Controls how fast the bat flies
- lineOfSight → Detection radius for chasing the player
- bounceForce → How high the player is pushed after stomping
- FlySound / DeathSound → Easily swappable audio clips
- deathParticlesPrefab → Swap the visual effect for different themes